
Title: Nobophobia
Genre: Action, Adventure, Indie
Developer:
Falco Games
Publisher:
Falco Games
Release Date: 2 Oct, 2018

a09c17d780

English

email code info manual

Test subject #51

 Subject Name: Bonnie
Subject Traits:
terribly shy

ROOM #B.4
"Advanced Firefighting"

Objective:
- Get this fire sorted.

Lines available for puzzle: 30

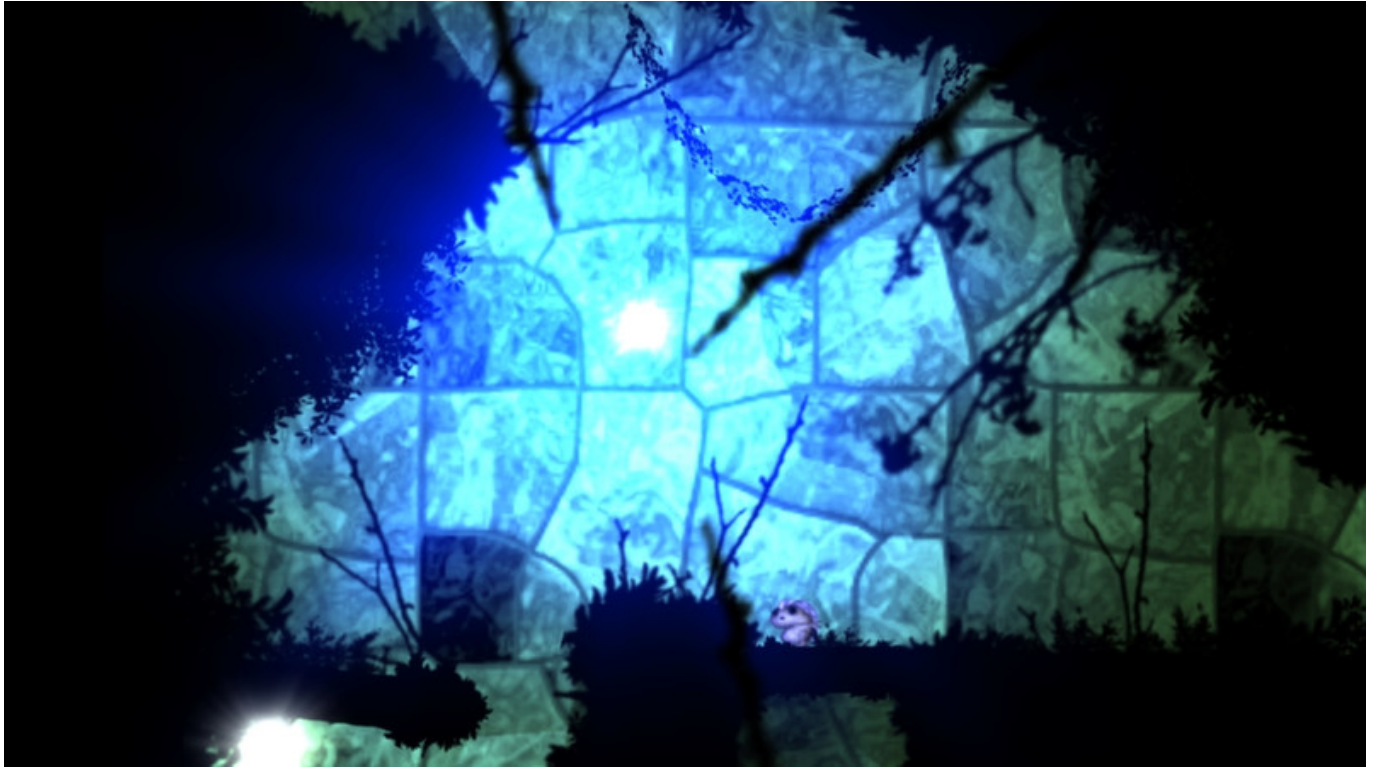
give up

★ LIVE



The puzzle grid is a 21x21 coordinate system. A vertical line of fire is located at column 19, spanning rows 2 through 20. A horizontal line of fire is located at row 11, spanning columns 10 through 19. A robot is positioned at row 11, column 11. There are blue robot icons in a row at row 11, columns 10 through 10, and in a column at column 19, rows 2 through 20.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
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This price is right for the Junior colonist, but unsure about Senior and upwards. It's only 70p, so the bank account remains more or less intact*.

*Unsure about that, to be honest.. Ok, this is no game but perhaps a game changer. Yes, it is in its infancy, yes there is work to be done. Potential is a great and terrible thing and this app has a ton of that. When I first tried it the menus were arcane and controls difficult but THE SAME DAY the dev took our comments and fixed many of the problems. Amazing response. I showed it to my wife and we both see it as the future of practical VR. I was able to put together a pretty reasonable room or two in just a few minutes. Places that I could actually spend time in.

The media hooks are a work in progress but sticking a big screen of any size on the wall in front of a comfy couch and then turning it on and off was kinda surreal...like a lot of VR...but in a good way.

Anyway, rambling on. There is a ton of work to be done and I am confident the dev is capable and committed and I know how hard that must be in these early days.

Recommended for the price, no question.. This game utterly sucks. NOT recommended.. Liked the song when fresh on radio. I play it regularly. This is a fairly new genre of game and I have tried nearly all of them. Sadly, all of them were lacking in one way or another. This game is not the same. I feel compelled to always do something to help my colonists. Be warned that there is a lot of micro management in this game and you will have to repeat tasks over and over again. With that said, there are realistic goals to reach and upon reaching them, there are new and bigger challenges. If you find yourself building a far too linear base and just wanna give up, no problem. Just start a doomsday event and watch your base burn. Overall, This game has serious potential to be a great indie. Devs, keep it up. 9/10. the game is super good recommend it for who loves attack on titan and if you get a lot of good things in the game its make the game more fun and the movement is so good. it was worth the money.. played this game for a good hour and i still don't know why. buy this when it's on sale (like i did for 49 cents). tbh not worth 5 ya get me. had troubles getting it started and that was frustrating but i figured out how to fix it by going to the discussion boards. 6/10 game it self is not bad, game difficulty level is not too much balanced, game mechanics is not that ideal like in other bejeweled type of games, playing to the accompaniment of own music seems be nice but i would rather listen good soundtrack in game itself.

Really fun game for just messing about. it's got happy and bouncy music to go along with the cute visials. I've only 2 problems with the game, neither of which are serious. 1. camera can be a bit confusing, and 2. sometimes, in certan levels, when you respawn, you fly up into the air really high. I've only noticed it in junkyard and warehouse, but I've only unlocked these levels. Sitll good game & worth the 5 bucks.. Best DLC Yet. Damn this game is hard and frustrating :)

6V10. I liked it until I realized that the enemy can attack a druid with an Eagle, I can't. The enemy can destroy ground under me, but in the same setup I cannot from theirs. At the point when the enemy turtle was floating in the air (I kid you not) at the end of their turn, I called quits. If the unfairness was for a plot reason, some explanation sure would have helped.. After reading the reviews I expected a lot more from this. Personally i found the production quality to be pretty low, maybe on par with a student game. I guess it's an alright thing to introduce a small child to VR, but as an adult I found it pretty lackluster in terms of both storytelling and gameplay. To it's credit it's this sort of format with low gameplay and a focus on being an active participant in a story that I believe VR will shine in, but it's just not enough for me to justify the pricing.

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